

JOINT LAND, AEROSPACE AND SEA SIMULATIONS (JLASS)

WARGAME SUMMARY:

The JLASS is a computer-assisted, theater-level seminar wargame that is executed at the SECRET level. The JLASS game materials are unclassified. It is the only joint-sponsored wargame conducted by the professional military education senior level colleges. Its overall goal is to enhance joint professional military education through an examination of potential US military responses to regional crises. The primary focus is on joint and combined warfare conducted at the operational and strategic level.



Goal and Objectives of the JLASS Series:

The goal of the JLASS exercise series is to promote the joint professional military education of all participants by addressing key issues at the strategic and operational levels of war. The JLASS enhances and expands participants' awareness of joint staff and unified command issues by employing joint forces to execute national and theater-level strategies. It prepares joint warfighters by providing the opportunity to develop, apply and adjust theater strategies.

Supporting the JLASS objective includes:

- a. Applying an understanding of US military force structure, its capabilities and limitations, and required theater coordination through exercises and wargaming.
- b. Translation of national military objectives, guidance and theater strategies into theater guidance, objectives and operational focus by using current joint and service doctrine and developing theater and subordinate campaign plans.
- c. Designing and exercising theater command and control relationships.
- d. Comprehending the challenges facing a joint and multinational force employing 21st century battlespace and commercial systems.

GENERAL INFORMATION:

- a. Wargame Sponsor: All six senior service schools; Executive Agent, US Army War College, Carlisle Barracks PA, DSN: 242-3692.

- b. Wargame Director: Lt Col Kelly Hill, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-5286; website: <https://afwi.maxwell.af.mil/jlass>.
- c. Contractor Lead: Mr. Steve Crawford, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6636.
- d. Participants: Air War College (AWC), Army War College (USAWC), Marine Corps War College (MCWAR), Naval War College (CNW), National War College (NWC) and Industrial College of the Armed Forces (ICAF) students.
- e. Wargame Location: Air Force Wargaming Institute, Bldg 1406, Maxwell AFB AL.
- f. The JCLASS employs wargaming models to enhance the game adjudication process. The Joint Educational Mobility Model (JEMM) allows logisticians and operational planners to forecast deployment and arrival times for selected forces into the Area of Operations (AOR). ForceView is an in-house-developed system that represents fielded forces and gives a representation of force movement and strength for both players and controllers. Extended Air Defense Simulation (EADSIM) enhances the adjudication of the employment of weapons of mass destruction (WMD) and the measures taken to counter that threat. Other models can be added to enhance specific scenarios as directed by the game sponsor.

WARGAME EXECUTION:

The JCLASS is a multilateral, dynamic, computer-assisted, seminar-based strategic and operational wargame conducted at the field army, task force and tactical air force level and above. Service school participants are divided into Red and Blue teams that assume the role of combined command and subordinate staffs. The Blue team is composed of AWC, USAWC, MCWAR, CNW and ICAF students, while the National War College acts as the Red team staff. Participants are introduced to a crisis scenario that involves regional conflicts 10 years in the future. Their mission is to promote the policies and objectives of their assigned team.

Game preparations begin several months prior to actual execution; with each service school assigned an individual role. The “distributive” phase of the game takes place at home station for players and faculty. The student and faculty inputs are made via a JCLASS website. World situation and specific scenario briefings establish the crisis at hand. National interests and objectives of all concerned nations are identified and allied relationships are established. The teams then create a combined command and subordinate component command staff, and develop a theater campaign plan. They establish their campaign strategy, evaluate enemy intent and capability, posture forces and determine logistical requirements to sustain combat operations.

With the completion of the campaign-planning phase, participants assemble at the AFWI and begin the wargame. Force-on-force employment of player assets is made through written move orders. Adjudication is then performed through a combined manual/computer analysis of alliance inputs. The wargame continues for up to four additional moves, with game time intervals varying from days to several weeks or months. Ongoing intelligence and situation updates apprise participants of campaign performance.

WARGAME DATES:

27 Mar - 4 April 2003.

